Monster Hunt - Round Structure

Setup - Choose starting Aggro player to take the Aggro token. Resolve any cards with **Setup:** [Ability]. Masteries start on the unfocused side.

Start of Round
- Trigger "**At the start of the round**" abilities.
- Resolve abilities based on Priority Level *(1. Stance, 2. Peril, 4. Hunter/Objective/Remove Confused token).*

1. Consume
- All players may consume one Potion card and remove it from the game *(You get it back if you fail scenario).*

2. Monster Upkeep
1. **Behavior Refresh**: Discard lowest valued Behavior card(s) and refill Behavior slot from deck. *(Expansions: skip if Peril card has **Quick Refresh**)*
2. **Struggle**: Monster gains 1 Struggle per player (1), plus 1 Struggle per Acceleration token, plus, if Peril card has **Infuriate X/Y/Z,** monster gains 1, 2, or 3 *additional* Struggle if the total count of Aggro cards in all players' hands is greater than or equal to X, Y, or Z *(use largest #).*

3. Player Turns - Give Aggro player the 1st Player token, then each player takes one turn in clockwise order.
- If you are **Knocked Out**, skip your turn (nothing triggers). If your KO token is red, flip to white side. If already white, **Rise:** Remove token, draw to hand size (standard limit is 5), and stand up Hunter.

Start of Turn
- Trigger all **Start of Turn** abilities. Resolve based on Priority Level *(0. Immediately step off Plateau, 2. Peril, 3. Behavior, 3½. End Capture, 4. Hunter, Terrain, Remove Blind token you placed).*

Movement Phase
- **Move:** Once, you may generate and pay , move to an adjacent sector, and remove your Threatened token. Unless otherwise specified by a card/terrain effect, moving always cost . *Trigger and resolve **When You Move** abilities (Hunter/Fog). Trigger **After You Move** Behaviors*
- Otherwise, **become Threatened**: Gain a Threatened token *(hold 1 max)* and Trigger Behaviors

Action Phase

Perform Actions → (as many times as you wish up to the max for each).Then end the phase.

Perform one of the following Actions: *(Complete the steps below before performing another Action)*
- Use an "**Action: [Ability]**" on your Hunter cards *(max per turn written on cards).*
- **Revive** a KO'd player in your sector for *(Once per turn, Flip Red KO token or white token-**Rise**).*
- Receive an **Assist**: Inactive player discards Assist card, you draw 1 *(once per inactive player per turn).*
- Play an Action card from your hand:
  1. Generate Stamina to pay its cost and place the Action card into your Sequence *(5 card limit). Select the cards in hand and/or stamina tokens you will use. Then one at a time, remove tokens/discard those cards from hand for their icons. Once you have generated enough Stamina to pay, you cannot remove/discard any further. If the last card generated excess Stamina, it is lost.)*
     - When you play an Aggro card, immediately take Aggro token.
     - You cannot start playing an Attack card while in a protected sector *(black on Stance card).*
  2. Trigger **[Color]:[Ability]** and other Hunter/Objective/Terrain abilities *(if needed, track with Trigger tokens).* Resolve Action card text and triggered abilities in any order.
  3. Resolve Offensive Action card effect (*deal weapon damage/ remove 1 Struggle).*
  4. Trigger Behavior card Reactions ( ). Resolve in any order.

End of Action Phase

When you are done performing Actions, trigger "At the end of your Action Phase, if you have 2 or more cards in hand, gain 1 Stamina token *(hold 1 max)*" and other End of Action Phase abilities. Resolve by Priority level *(3. Behavior , 4. Hunter).*

Attrition Phase *(Peril, Hunter, or Terrain may trigger throughout phase)*
1. Trigger and resolve **Start of Attrition Phase** abilities *(1. Peril card, 4. Dust token).*
2. Perform an Attrition Check:
   (1) Reveal top card of Attrition deck *(If **Threatened,** reveal an additional card and use the worst result).*
   (2) If Attrition value > than number of Defensive cards in your Sequence, suffer **Attrition damage** *(monster damage value). (Defense and Disrupt tokens affect the number of Defensive cards).*
   (3) Discard revealed attrition cards.
3. Trigger **End of Phase** abilities. Resolve by Priority *(3. Behavior , 4. remove Defense/Disrupt tokens).*

End of Turn
1. Discard your Sequence in order played.
2. Refill your hand: draw or discard to Hand Size Limit *(standard is 5 cards, affected by Strain tokens).*
3. Monster turns to Aggro player *(trigger and resolve Behavior if monster turned to new sector).*
4. Trigger **End of Turn** abilities. Resolve by Priority level *(2. **Quick Refresh**, 4. Hunter, Terrain, Slow).*
5. If all players have taken a turn this round, end the round. Otherwise, pass the turn.

4. End of Round
1. Trigger **"At the end of the round"** abilities. Resolve by Priority Level *(2. Peril, 3. Behavior , 4. Hunter cards, remove yellow/ flip red Fire terrain, remove Dust/Vulnerable/Stun tokens) .*
2. Advance the round marker.

How to Trigger and Resolve Abilities

When to trigger abilities: Abilities with a triggering icon, keyword, or phrase in bold may trigger when progressing through the round *(e.g., "At the start of your turn")* or from an event in the game *(e.g., "**Unleash:**", "**Unleash:**" or "When a player suffers damage").* *(Playing into your Sequence will trigger " :" . Then a playing a third wil trigger the ability a second time twice.)*
If only one ability triggered, resolve it.

Resolving multiple abilities that triggered simultaneously: Abilities triggered at the same time *(e.g. "At the end of the round", multiple **:** [Ability] triggers)* get resolved based on their level of Prioirity. Within each level, players choose the order to resolve abilities. Abilities with "immediately" after the trigger condition are resolved first *(Priority level "0")*.
Priority level: 1st. Stance 2nd. Peril 3rd. Behavior cards 4th. Others *(e.g., Hunter / Objective cards, Terrain, remove tokens)*

Secondary triggers: Abilties may trigger from the resolution of another another ability *("when you inflict a wound")*, or even in the middle of resolution *(e.g., "when you discard this card from your hand", "when you would suffer attrition damage")*. Resolve the newly triggered ability before you finish resolving the original ability or start resolving the next simultaneous trigger.

Conditons: Abilities resticted by an "if" *(e.g., "if your health is critical")* must meet the condition when you resolve it, but not to trigger it. *Exception: Cards that require themselves to be in a specific spot (e.g. in hand, top of discard pile) should be there to trigger.*

When to trigger and resolve Behavior cards:
Reaction icons that trigger from progressing through the round:
These Behavior cards may trigger simultaneously with other abilities *(Peril, Hunter, etc.)* and are resolved by level of Prioirty.
Other Reaction icons trigger **"After"** a player's action/ability or event:
These Behavior cards trigger only after a player completely resolves an Action during the Action Phase or another event in game *(e.g., the player moves during the movement phase, or a peril ability empties a players hand).*

Behavior card resolution steps:
1. Reaction – Reveal and resolve the card's base ability text. If able, pay cost with Struggle to resolve Boost effect.
2. Rampage – Reveal and resolve Behavior cards with the Rampage Reaction icon in any order.
3. Discard all revealed cards and refill Behavior slots. Trigger and resolve ! Behavior cards immediately.

Monster Reference

Monster damage value: Symbol refers to damage equal to the sum of the base value shown on the Stance card plus any bonus damage *(Track with tokens. Bonus damage may be permanent, or last until end of turn or round).*
Action phase: [Ability] on a Behavior card only resolves if the card is revealed during the Action Phase.
Attrition Deck: Only reshuffle when deck is empty and you must reveal a new card.
Current attrition level: Attrition value of the top card of the Attrition discard pile (*If pile is empty, ability checks fail).*
Enhancement: [Ability] modifies the Behavior card's base ability text by this Boost effect.
Exile: Place top card of Action card deck into Exile zone.
Hardening Track: Monster is **Hardened** while at level 3. Players cannot place new Stun, Confuse, or Vulnerable tokens. When you convert damage into a wound, remove all damage *(instead of removing damage equal to the toughness value).*
Lava Geyser: Discard top of the Behavior deck and place a Fire terrain token in the indicated sector. If it would be the second token, instead players there suffer **Burning** *(as usual)*, and additionally, they must move or suffer .
Permenant: The card is not removed with the completed Stance card *(Peril and Objective keyword).*
Resistant: Excess damage tokens are removed with the completed Stance card *(Stance keyword).*
Shield (X): Each source of damage to monster is reduced by X *(Stance card keyword).*
Stance II/III: [Ability] only triggers if monster is in Stance II or III.
Unstoppable: Each time a Behavior card is triggered, monster gains 1 Struggle after the card resolves.
Vibration Track: When it reaches level 3, swap out the Peril card with one of the other two at random and reset track.

Triggered Monster Abilities from the Rulebook

Unleash: When monster has 3 or more Struggle per player (3), All players immediately suffer **Unleash damage** *(monster damage value)*, then remove Struggle tokens down to 1 per player (1).

Escalation: When Behavior deck empties, immediately reshuffle deck and monster gains 1 Struggle.

Convert damage to Wounds: When damage on monster ≥ toughness value *(number on stance card per player {X})*, reduce health track by 1, remove damage equal to toughness value, and trigger **When you inflict/When [monster] suffers a wound** abilities.

Complete a Stance card: When monster suffers a wound that reduces health track to the Progression value, immediately remove and reveal the next Stance card *(Remove and reveal corresponding Peril/Objective Cards, too).* Finish inflicting wounds with new Stance's toughness value, then trigger and resolve any "**When Revealed:**" ability on the card.

Player Reference

Weapon level: Shown at top of Weapon card. Referred to by name or on Action/Mastery cards with class icon.
Base weapon damage: Unmodified damage value printed at the bottom of weapon cards.
Weapon damage: Damage equal to the sum of the base weapon damage plus any temporary/permanent bonus damage from abilities *(track with tokens).* An Attack card in your sequence deals weapon damage as its card effect.

Mastery Cards: Starts scenario on Unfocused (black) side. When the number of counters on the card equals the focus value at top of the card, remove counters and flip to Focused *(gold)* side.
When Focused: [Ability] triggers when card flips to focused side. **Lose Focus:** Flip Mastery card to unfocused side.
: [Ability] triggers only if Mastery card is on focused side *(gold)*.

Hunter Card Keywords

Assist: During another player's turn, before or after they perform an action, you may discard an Assist card from your hand for the active player to draw 1 card *(each inactive player can Assist once per turn). No effect when played to Sequence.*
Battle Dance: Triggers on the 2nd, 4th, and 6th consecutive offensive cards played to Karah's Sequence, dealing damage equal to 3x, 5x, and 7x weapon level, respectively *(card count resets to 0 at end of your turn). (These are separate sources of damage.)*
Bullet Track: Start the game with 3 bullets. Spend the exact amount to trigger special effects on Heleren's cards.
Berserker: When you play a Berserker card to your sequence, enter the berserker state *(until the end of your turn, whenever you play another Attack card into your sequence, draw 1 card). (You can only enter berserker state once per turn.)*
Chain [Color]: Can played without paying stamina cost if played after [Color] card in your sequence.
[Color]: [Ability] When you play an Action card in your Sequence, check to see if it matches the [Color] requirement(s) to trigger the ability *(including)* in order *(e.g. have in Sequence, play triggers ":", ":", but not ":")*
Critical health: While damage on Hunter ≥ half of total health from non-depleted Equipment cards, your health is critical.
Finisher: After you play an Action card with Finisher to your Sequence and fully resolve its effects and triggers, end your Action phase *(you cannot perform any more actions)*.
Heal X: Remove X damage from your Hunter.
Ignite: [Ability] triggers when you spend one or more bullets. **Reload X:** Immediately refill X bullets on your Bullet track.
Legendary: Equipment card is effective against all monsters.
Reclaim: [Condition] is triggered while in your discard pile. Return the card to your hand when you meet the [condition].
Recycle X: You may discard exactly X cards and then draw X.
Opening: [Ability] triggers when played as the first card of your Sequence.
Overrun: Place your hunter in the opposite sector and remove Threatened token *(ignore all movement rules/restrictions/triggers)*.
Resilience: After you suffer , you may reveal only one Resilience card from your hand to draw 1 card *(each Resilience card can be revealed only once per round this way). No effect when played to Sequence.*
Retaliate [Color(s)]: [Ability] Whenever you suffer , you may trigger the ability by revealing cards from your hand to exactly match the [Color(s)] required *(trigger only once per). No effect when played to Sequence.*
Stealth: For Behavior card triggers, a Stealth card in your sequence has no color or card type icon and matching Reaction icons will not trigger/resolve from that card *(or or even reactions will not resolve from a sequence of [+(Stealth)+]).* Stealth cards still trigger , Hunter, Terrain, and Objective abilities as normal.
Taunt: During another player's turn, only once, you may discard a card with Taunt from your hand. If you do, the active player draws 1, you take the Aggro token, and monster turns to your sector *(cannot Taunt until all Monster "start of turn" abilities resolve). No effect when played to Sequence.*
Volley X: You may discard exactly X cards from the top of your deck to deal damage equal to the number of offensive cards discarded times your weapon level *(the total damage is considered a single source of damage)*.

Triggered Hunter Abilities from the Rulebook

At the end of your Action Phase, if you have 2 or more cards in hand, gain 1 Stamina token (*hold 1 max*).

When your Action card deck is empty, reshuffle it and suffer **Fatigue damage** (*1 per weapon level*). If you have a Burning token , remove it and suffer **Burning damage** (*1 per weapon level*).

Knocked Out (KO'd): When Damage on Hunter ≥ total health from non-depleted Equipment cards, immediately:

1. Remove damage and tokens on player board *(not from cards)*.
2. Lay Hunter miniature down *(you are no longer standing)*.
3. Add a Wound card and reshuffle all cards from hand and discard pile into deck. Take red KO token .
4. Place Depleted token on a non-depleted Armor or Helm.
5. Give Aggro token to lowest turn order player still standing, then monster turns toward Aggro player .
6. Finish resolving any partially resolved abilities.
7. Resolve any triggered Behavior cards.
8. If you are the active player, do not resolve any triggered abilities you have not already started to resolve, and skip the rest of your turn.

- While KO'd you cannot be damaged or targeted, except by **Revive**.

When you are Captured:

1. Discard all cards from your hand and your Sequence.
2. Place your hunter mini on the monster board.
3. Perform no more Actions and skip the rest of your turn.
4. Give Aggro token to lowest turn order player still standing.

- While captured, you cannot **Consume**, draw cards, or be targeted by any game effects.
- If another player would be captured, they suffer damage equal to their weapon level instead.

While Captured, at the start of your next turn:

1. Place your hunter miniature in the front sector.
2. Draw up to your hand size limit.
3. Suffer damage equal to your weapon level.
4. Discard the top 2 cards of your deck. If this discarded an offensive card, continue your turn normally *(resolve "Other" triggered abilities)*. Otherwise, skip your turn.

- Resolve this trigger between Priority level 3 *(Behavior Reactions)* and 4 *(Other – Hunter, objective, terrain, tokens)*.

Player Condition Tokens

	Burning: Take a Burning token. If you already have one, discard the top 5 cards of your deck instead. **When your deck empties**: remove token and suffer **Burning damage** *(equal to your weapon level)*.
	Dazed: The next time you play a Maneuver card in your Sequence, remove the token and ignore the card text. *Note: The Maneuver effect still removes 1 Struggle token.*
	Defense: Counts as a colorless Defense card for Attrition Checks. **At the end of the Attrition check** remove token. *Note: If you ever have both a Defense and a Disrupt token, immediately remove one of each.*
	Deplete: When you are KO'd, place token on your helm or armor card it no longer counts towards your max health value *(triggered abilities will still work)*. If both your armor and helm are depleted, you are out of the game.
	Disrupt: Place token on a Defensive card in your Sequence *(max 1 per card)*. Do not count the card for your Attrition Check. **At the end of the Attrition check** remove token.
	Exhaust: Found on one-time-use item cards. Place token on the card. Its text is blank for the rest of the scenario.
	Threatened: While you have this, draw an additional Attrition card during Attrition checks and use the worst outcome. Gain token if you do not move during the Movement Phase. Remove after performing a move or otherwise instructed.
	Strain: When you refill your hand at End of Turn, draw one fewer card for each token, then remove all Strain tokens.

Monster Condition Tokens

	Blind: Place token on a Peril card. Its text is blank *(except for "Permanent")*. **At the start of your next turn** remove token. *Note: If Peril card is removed with its completed Stance, remove Blind token.*
	Confuse: Place token on monster board. Turn monster to face any sector *(Trigger and resolve Behavior)*. The next time a Boost cost is paid for, cancel the Boost effect and remove token. **At the start of the round** remove token.
	Slow: Place the token on the monster board/Behavior deck. Do not replace Behavior cards. **At the end of the turn** remove token and refill Behavior slots.
	Stun: Place token on a Behavior card or move it to a different card. It can't trigger/resolve. Choose one player to deal weapon damage for each Attack card they reveal *(2 max sources of damage)*. **At the end of the round** remove token.
	Vulnerable: Place token on the monster board. You may remove the token to double a single source of damage from a player. **At the end of the round** remove token. *("This attack inflicts Vulnerable" places the token as part of the Attack card effect (weapon damage) and can't be used to double the same attack's damage.)*

Miscellaneous Terms / FAQ

Action card icons: Attack Maneuver Parry Dodge Offensive Defensive *"This card in Sequence"*
Attrition damage: Monster damage value suffered during step 2 of the Attrition check.
Avoid Attrition damage: When active player did not suffer attrition damage for any reason *(prevention, passed attrition check)*.
Damage you sustain: Total damage counters on Hunter.
Source of damage: An effect in the game that would cause the monster or any hunter to suffer damage *(e.g., , +X, x2, Volley X, Attack card effect with +X weapon level damage, and most abilities that say "deal damage" or "suffer damage")*.
Separate sources of damage: Abilities that say "deal damage for each card" are multiple sources of damage *(e.g., Hail of Arrows; Attack cards revealed for Stun, etc.) (Exception: Volley X is a single source of damage)*.
Standing player: Player who is not KO'd.
Suffer damage: When a Hunter or monster takes 1 or more damage.
Exposed Sector: Red sector on Stance card. While in Exposed Sector, you can play an Attack card into Sequence. Attack effect *(deal weapon damage)* and triggered Abilities still resolves if you move into *(or the sector changes into)* a Protected Sector.
Protected Sector: Black sector on Stance card. Cannot play Attack cards into Sequence while in Protected Sector. Other Action card types and damage from other sources are still successful.
Threatened sector: Sector with one or more threatened players.
Stamina cost: Decide what cards/tokens you will use to generate stamina to pay a cost, then discard them one at a time.

Behavior Card and Terrain Triggers

Phase	Reaction Icons	**Terrain tokens:** Resolve only when in your sector and with "other card" Priority Level abilities.
Start of Turn	Active player starts turn in matching sector Any player starts turn in flank/rear sector	**Baethanis:** At the start of your turn, heal 1 damage per weapon level. *(The ability will trigger even if you are not in the same sector. If another ability lets you move there, you can resolve Baethanis's (or any terrain's) ability.)* **Synaerea:** At the start of your turn, you may suffer 1 damage per weapon level to draw 1 card. **Plateau:** At the start of your turn, <u>immediately</u> step off the Plateau terrain *(before any other trigger).*
Move-ment Phase	After you move sectors/move into sector with Water After you Become Threatened	**Brush**: At the start of your Movement phase, if no Hunter is in the Brush, you may Recycle a Dodge card to hide in the Brush. Place your miniature on the Brush terrain, pause your turn and play passes to the next player. While hidden, you cannot Assist or Taunt. Then name a player who has not taken a turn this round. When that player has completed their turn, leave the Brush and resume your turn. **Jungle Brush**: Same as Brush, but you may **Recycle** an Aggro card to hide. **Fog**: When you move into a sector with Fog terrain, become **Threatened.** **Sand**: Moving out of a sector with Sand terrain costs +1.
Action Phase	After matching Action card icon(s) are played into Sequence After you empty your hand End Action Phase with Attack card *(without Stealth)* in Sequence	**Cyricae**: When you play an Attack card in your Sequence, if Cyricae is in your Sector, the Attack effect gains bonus damage equal to your weapon level. **Fire**: While there is a Fire terrain in your sector, <u>you cannot play cards into your Sequence</u>. • Place Fire terrain tokens red side up. Replace any Water terrain with Fog terrain and remove any Brush terrain in the same sector. • If you must place a second Fire terrain in a sector, instead flip one to its red side and players there suffer **Burning**: Take a Burning token. If you already have a token, instead discard the top 5 cards of your Action card deck. **Water**: While there is a Water terrain in your sector, <u>your standard Sequence limit is 3 cards *(not 5)*</u>. **Water Spread**: If you must place a second Water terrain in a sector, instead place a Water terrain in each adjacent sector. **Swamp**: Dodge cards cost +1 to play. **Thornvine**: Offensive cards cost +1 to play. **Venomous Serpent**: When you play an Attack card to your Sequence, you may remove a Venomous Serpent engaged with you instead of resolving the ability text and weapon damage effect.
Attrition Phase/ Attrition Check	At End of Attrition Phase	**Rock**: When you would suffer Attrition damage, you may remove a Rock terrain in your sector from the game to prevent that damage instead. **Dust**: At the start of your Attrition phase, take 1 Disrupt token per Dust token in your sector *(2 max)* and place them on different Defensive cards in your Sequence. Those cards do not count for your Attrition Check.
End of Turn	After Monster Turns to a new sector	**Plateau**: At the End of Turn, if no Hunter is on the Plateau, you may place your Hunter onto it. Then, **when a Behavior card is revealed**, you may place your Hunter onto it and perform the following: 1. Cancel Behavior card effects *(skip Step 1. Reaction)* 2. Perform a **Riding Check**: Discard top of card Attrition deck and your Action card deck. If Attrition value > number of icons, suffer and place Hunter in front sector. Otherwise, deal weapon damage and place Hunter in any sector. **Wildmaw**: At the End of Turn, if **Threatened**, suffer 1 damage per weapon level. **Ice**: At the End of Turn, if **Threatened**, **Exile** the top of your deck into your Exile zone.
End of Round		**Fire**: At the End of the Round, Remove yellow Fire tokens. Then flip red Fire tokens. **Dust**: At the End of the Round, Remove all Dust tokens from the board.

CAMPAIGN CHAPTERS

Each chapter can be considered a game session and follows the phase structure below:

STORY PHASE: Read the *Chapter Introduction* in the Campaign book *(starting on page 7)*

- As indicated, level up the *Forge* and the *Herbalist*, upgrade card pools for the players, and unlock/expire quests.
- **Quest expiration: If it was available** *(on your quest board)*, remove it from the game read the ***Quest Expiration*** **section of the *Campaign book*** (starting on page 116) and unlock new quest paths or achievements as indicated.

QUEST BOARD PHASE: Collectively choose an available quest to undertake from the quest board. Find the matching ***Quest Scenario*** in the Campaign book *(starting on page 43).*

CRAFTING PHASE: Craft equipment and prepare potions from the Unlocked Forge and Herbalist Cards.

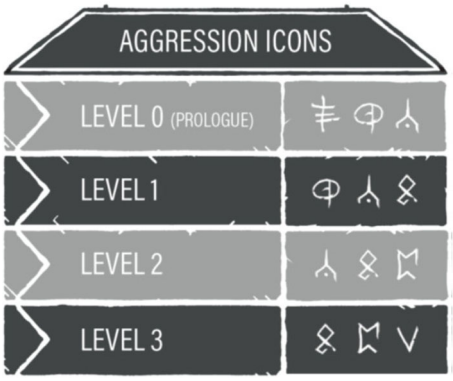
1. Players may craft as much equipment (*at the current Forge level*) as possible with available resources.
2. Players may brew potions of the current Herbalist Level until they own max 1 of each.

- Equipment costs 1 element of the forge type + all materials in the recipe. Potions require the plants in the recipe.
- Resource conversions:
  - Gain any 1 material: Spend 1 element, any 2 materials, or an Equipment card you own.
  - Gain 1 element: Spend an Equipment card you own of the same element (great for upgrading equipment to a higher level).
  - *Plants cannot be converted.*
- Trade resources between players on a one-to-one basis within each category (element, material, or plant for the same).

3. **Set up your Hunter**: Only use cards unlocked/crafted/brewed so far in the campaign.
   - Select 1 mastery card, 1 of each Equipment type, and up to 3 Potions from what you own.
   - Build Action card deck (no Wound cards) using the exact number of each Action card color required by your Weapon.
   - **Effective equipment:** For every **2 pieces** with elements effective against the monster, you may add or remove **1 card.**
   - **Legendary equipment** can only be used against the Awakened and is considered **Effective** against it.

HUNT PHASE: Set up and play the ***Quest Scenario*** *(Campaign book, starting on page 43).*

1. Set aside any special cards and tokens as described in the scenario. Some monsters have more or fewer peril cards than stance cards, and some behavior cards may start outside of the deck to be added later.
2. Match Stance, Peril, and Objective cards to the Chapter's Aggression Level. Build the Behavior deck from cards with Aggression Icons that match the level.



3. Play the scenario:

   If you succeed, you have completed the quest! Perform the following steps in order:
   1. Read the *narrative conclusion* for the scenario.
   2. Gain your Quest Rewards *(Campaign book starting on page 105).* Mark on campaign and player sheets. When you unlock a new reward card, find a copy of that card in the box and give it to one of the players.
   3. Add the monster to your Trophies, by marking it on your campaign sheet.
   4. Return the completed quest card to the box.
   5. Advance to the next campaign chapter starting from the Story phase.

   If you fail, play through the chapter again, starting from the Quest Board phase:
   1. Return any potion cards that were consumed during the failed scenario.
   2. Retry the same quest or choose another available quest to try.

*This guide incorporates rules clarifications found on BoardGameGeek forums, Discord, and the Official FAQ.